READ THIS FIRST

All you need to read are these two pages, and with the GM, you can dive into the adventure! The rest of the pages of this dossier bring the character to life in various ways, expand your understanding of game play, and give you the tables you need to make that play smoother.

1. YOUR CHARACTER SHEET

This is you, chummer! All your flash and attitude, your warts and weaknesses. Whether you're convincing a suit to part with their nuyen, trying to tail a mark without being spotted, or hitting your target when the lead flies, the stats here guide you to whatever brilliant action you want to play out at the table.

If there's anything on this sheet not covered in the quick-start rules, work with the GM to make it up and build your character into legend!

2. PERSONAL DATA

Your quick-and-dirty rundown. The name makes the runner; make sure it sings. And then you've got the metatype, critical to your overall identity. Whether you're human, dwarf, elf, troll or ork, this will shape the characteristics that define you.

3. ATTRIBUTES

Attributes are the foundation of your character. Do you have a body to tempt an angel? A mind capable of solving P versus NP? A will to overcome the darkest experiences? You'll build off these attributes to make a whole shadowrunner.

4. INITIATIVE

At the start of combat, you roll your Initiative Dice (1D6) and add the total to your Initiative rank (10) to get your Initiative Score. Let the GM know what it is!

ACTIONS

During a **combat round**, you will take a player turn. Your basic Action allotment during your turn is **1 Minor Action** and **1 Major Action**, plus 1 additional Minor Action for each of your Initiative Dice (in your case, 1). The **Sample Actions table**, on the last page of this dossier, describe which actions you might take and whether they fall into the Minor and Major categories. Meanwhile, on the second to last page, the **Emu Actions** table contains actions tailored to your character, with Dice Pools pre-calculated.

5. EDGE AND EDGE POINTS

Much of *Shadowrun* is structured around gaining and using Edge. Your Edge rank indicates how many points you have to start, and the Edge Points tracker can be used as you gain and spend Edge. See the **Edge Boosts table** on the last page for ways to spend your edge on extra fantastic feats.

6. DEFENSE RATING

This is a combination of Body, worn armor, and other effects, including augmentations and magic. It is used in comparison to an opponent's Attack Rating to determine bonus Edge when trying to avoid a blow.

7. SKILLS

Where you place your heart is where you will flourish. The best foundation languishes without dedication and care to adding abilities to it. Time lavished on your skills transforms you into the runner legends are made of, be it a hacker, a gun-runner, spell-slinger—you name it.

8. AUGMENTATIONS

Trading flesh and blood for chrome and steel is commonplace in the Sixth World. You might get a datajack at the temple for ease of Matrix surfing. Or a discreet cyber-arm for enhanced strength. Or an entire skin and muscle replacement. How you combine flesh and chrome is utterly up to you—and the price you're willing to pay.

SHADOWRUN

PERSONAL DATA

NAME/PRIMARY ALIAS Emu

Metatype Human   **Ethnicity** Aboriginal Australian

Age 23   **Sex** Female   **Height** 1.65 m   **Weight** 57 kg

Reputation   **Heat**

Karma   **Total Karma**   **Misc**

ATTRIBUTES

Attribute	Value	Attribute	Value
Body	2	Essence	3.6
Agility	2	Magic/Resonance	
Reaction	4	Initiative	10 + 1D6
Strength	2	Matrix Initiative	
Willpower	4	Astral Initiative	
Logic	4	Composure	7
Intuition	6	Judge Intentions	10
Charisma	3	Memory	10
Edge	5	Lift/Carry	6
Edge Points	⬡⬡⬡⬡⬡⬡	Movement	5/10/15
Unarmed	6	Defense Rating	6

SKILLS

Skill	RTG	ATT	DP	Type	Skill	RTG	ATT	DP	Type
Biotech	1	L	5	A	Piloting	6(7)	R	10(11)	A
Close Combat	1	A	3	A	(Groundcraft)	+2	R	12(13)	A
Con	2	C	5	A	Stealth	2	A	4	A
Firearms	3	A	5	A	Seattle Metroplex Geography				K
Electronics	2	L	6	A	Smuggling Routes				K
Engineering	6	L	10	A	English	N			L
(Gunnery)	+2	L	12	A	Japanese				L
Influence	2	C	5	A	Wiradjuri				L
Perception	3	I	9	A					

AUGMENTATIONS

Augmentation	Rating	Notes
Control rig	2	
Cybereyes	3	w/ flare compensation, image link, low-light vision, smartlink, thermographic vision
Reflex recorder		Piloting

CONTACTS

Name

Giovanni Valenti, drone/vehicle fixer, C3/L2
Lenny, safehouse fixer, C2/L3
Steve Draper, Knight Errant dispatcher, C3/L1
Tomaso di Stefano, Mafia loan shark, C2/L2

IDS / LIFESTYLES / CURRENCY

Primary Lifestyle Low (3 months prepaid)

Nuyen 265¥   **Licenses**

Fake IDs / Related Lifestyles / Funds / Licenses

CHARACTER _Emu_

PLAYER

NOTES

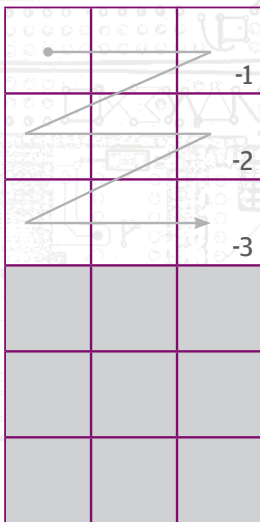## CORE COMBAT INFO **11**

Primary Armor Armor jacket   _Rating_

Primary Ranged Weapon FN HAR Assault Rifle

DV 5P   **Mode** SA/BF/FA **Close** 3   **Near** 11   **Medium** 10 **Far** 6   **Extreme** 1

Extras: 35(c), w/ gas-vent system, laser sight, 175 rounds regular ammo
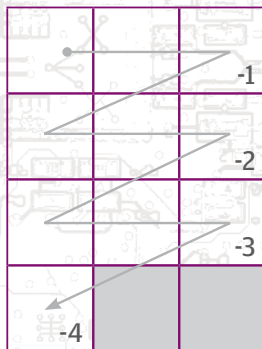
Primary Melee Weapon

DV   **AR**

CONDITION MONITOR **12**

Physical Damage Track

-1
-2
-3

Characters have 8 + (Body ÷ 2, round up) boxes on the
physical damage track; black out extra boxes.

Stun Damage Track

-1
-2
-3
-4

Characters have 8 + (Will ÷ 2, round up) boxes on
the stun damage track; black out extra boxes.

For every 3 boxes of damage on any one
damage track, the character takes a -1 Dice
Pool modifier on tests; these modifiers are
cumulative within and across damage tracks.

QUALITIES **13**

Quality	Notes	Type
Addiction	cigarettes	Level 3
Gearhead		
In Debt	Ciarniello Mafia, 200,000¥, 8,000¥/mo. interest	
Juryrigger		
SINner		

GEAR **14**

Armor jacket, automotive mechanic shop, fake SIN (Rating 3, w/ fake cyberware, firearm, RCC licenses), Maersk Spider RCC (Device Rating 4, Data Processing 4, Firewall 5, w/ biometric reader, Encryption, Signal Scrubber, Toolbox programs), Rating 3 Targeting (HK 227) autosoft, Renraku Sensei commlink (Device Rating 3, D/F 2/0, Programs 1, w/ biometric reader)

VEHICLES **15**

GMC Bulldog step-van, GMC Commodore sedan (stats as Hyundai Shin-Hyung, w/ 2 weapon mounts (Mossberg CMDT, 250 rounds regular ammo)), 3 x Horizon Flying Eye drone (w/ smoke grenade upgrade, Rating 6 Maneuver Flying Eye autosoft), Lockheed Optic-X2 drone (w/ Rating 6 Clearsight autosoft, Rating 6 Stealth autosoft), 4x MCT Hornet drone (w/ Rating 6 Stealth autosoft), 3x MCT-Nissan Roto-Drone (w/ Rating 6 Maneuver autosoft, Rating 6 Targeting (Ingram Smartgun XI) autosoft, weapon mount (Ingram Smartgun XI, 250 rounds regular ammo))

TESTS

Anytime you take an action where there's a chance for failure, you'll need to perform a test, where you generate a dice pool, roll to get a result, and then see if you succeeded. There are two basic types of tests: **Simple** and **Opposed**.

SIMPLE TESTS

In a Simple test, you roll your dice pool, count your hits, and see if you meet or beat a threshold of hits established by the gamemaster. A Simple test is written like this:

PERCEPTION + INTUITION (3) TEST
SKILL   LINKED   THRESHOLD
               ATTRIBUTE

OPPOSED TESTS

In an Opposed test, two parties (usually the player as PC vs. the gamemaster as NPC or object) roll dice pools and compare the number of hits. The one with the most hits wins. An Opposed test is written like this:

STEALTH + AGILITY VS. PERCEPTION + INTUITION
ACTING PLAYER'S   DEFENDING PLAYER'S
SKILL AND   SKILL AND ATTRIBUTE
ATTRIBUTE

9. CONTACTS

It's who you know. Who can you tap for that extra bit of knowledge you need, or for that hidey hole when the chips are down and there's nowhere else to turn?

10. ALL THAT GLITTERS...

Do you tip the bartender a thousand nuyen at the hot-new dance club? Or do you shuffle empty credsticks around, hoping there's just a bit more electronic cash floating inside as you flop in a dump in the Barrens? Feast or famine is all too often the runner way.

11. CORE COMBAT INFO

Sure, you can own a bevy of weapons and armor. But really, you always attune to a few favorites. Treat 'em well, and they'll return it. Love 'em. Name 'em.

COMBAT: STEP BY STEP

On the last page, the **Combat: Step by Step table** will walk you through building your dice pool and making an Opposed test to see if you succeed and if you don't, how to take damage.

12. CONDITION MONITOR

If you think you can run the mean, sprawl streets without getting blood on your collar, time to step back out of the shadows. Still here? Good. Use the Condition Monitor to track the damage your mind and meat takes—and the consequences.

13. QUALITIES

Do you always seem to break things? Perhaps you don't notice a cut until the blood is pooling? Or maybe you just never get sick. These are the extra quirks only you bring to any table—good or bad.

14. GEAR

A steel heart and a quick tongue will get you out of many situations. But the right gear can tip the balance in tough spots.

15. VEHICLES

You like the vroom vroom or the boom boom? Or both?

GRAB YOUR TOOL CARDS Once you've reviewed these two pages, and the GM has explained the rules, grab your Tool Cards and review. These cards have items from your character dossier, often with more details, presented in an easy-to-access way.

Take the following cards to use during a game: _Armor jacket, Renraku Sensei commlink,_ and _MCT-Nissan Roto-Drone._

PROFILE

BACKGROUND

Some are born into shadowrunning, some achieve it, and some have shadowrunning thrust upon them. The middle group often choose to become runners because they refuse to be pushed into the role in which their upbringing cast them, whether as a starving barrens rat, a comfortable-but-oppressed wageslave, or a hidebound traditionalist who follows the old ways just because their elders said they should.

If Emu's life had begun in one of those roles, she might still be there today. Her parents were both Wiradjuri, descended from the indigenous peoples of New South Wales. Emu's mother came from a family of vocal indigenous-rights activists, while her father was a Japancorp wageslave and a product of modern Australian society, despite his ethnic heritage.

As a result, Emu spent her formative years being pulled between two different lives. One week, she'd be on "holiday" in the Outback with her mother, stepfather, and half-siblings, eating bush tucker and being told how her exposure to "colonial culture" had prevented her from Awakening into a koradji like her grandfather. The next, she'd be in an air-conditioned corporate housing complex, being the token "Indigenous friend" for other kids her age the way her father was to his colleagues. Feeling like an outsider no matter where she went, Emu took refuge in tinkering, whether with the complex electronics her father designed or the beat-up old trucks her mother's family drove whenever they went out woop woop.

VITAL CONTACTS

- **Giovanni Valenti,** owner of Gio's Garage, drone and vehicle salesman
- **Steve Draper,** Knight Errant dispatcher on the take
- **Tomaso di Stefano ("Tommy D"),** Ciarniello Mafia loan shark and occasional Mr. Johnson

When Emu was a teenager, she fled both of her parents' homes for a technical school in Queensland, where she started training as a mechanic. She took up racing both cars and drones in her spare time, and she earned the attention of a mercenary recruiter, who offered her a contract as a drone pilot. Emu's time as a merc had definite rough patches—she didn't handle military-style discipline well—but the combat experience was the foundation she needed to become a shadowrunner. When her contract was up, she decided it was time for a change of pace, so she left Australia for Seattle.

Emu's early days in the shadows were rocky; she kept a roof over her head, barely, but her lack of a control rig made it hard for her to catch and pull off better-paying jobs. In sheer frustration, she borrowed a pile of nuyen from the Ciarniello Mafia to get the headware she needed. Luckily, she ran into Ms. Myth soon after, and so far she's managed to keep her creditors at bay—but if the work dries up, it might be time for another inter-city "change of pace."

PREFERRED TACTICS

As a rigger, Emu's responsibilities fall into three primary areas: scouting, ferrying her teammates around, and fire support. She favours using her GMC Commodore sport sedan during runs, since it's fast enough to outrun most pursuit and sports a pair of Mossberg shotguns to deal with (almost) anything that can keep up with it, but she keeps a stereotypical "rigger van" (a GMC Bulldog) for occasions when she needs to field her entire fleet of drones.

FAVORITE HANGOUTS

- **Black's Junk Yard,** a scrap yard and workshop in Puyallup
- **Gio's Garage,** an Everett chop shop owned by the Ciarniello Mafia
- **Grounds for Appeal,** a cafe near the University of Washington

The drone that gets the most use by far is Emu's Lockheed Optic-X2, a stealth recon platform she uses to scout locations before runs and keep an eye on events on the ground as they unfold. Her MCT Hornets fill the same role when runs take place indoors. If and when a fight breaks out, Emu turns to her trusty Roto-Drones, usually armed with automatic weapons to lay down suppressive fire while Emu and the rest of the team escape.

ROLEPLAYING TIPS

On the outside, Emu combines the laid-back attitude that many Australians possess with the self-assuredness of a rigger who knows she's damn good at what she does. The flip side is that because she's used to feeling like an outsider, she's wary of commitment, preferring to keep even her teammates at arm's length. She'll have their backs in a scrap, but she's careful not to let herself get too attached.

FAVORITE DOWNTIME ACTIVITIES

- Racing cars and drones all over the 'plex
- Tinkering with her various vehicles
- Watching action trids, especially *Battlerun* and *Karl Kombatmage Reloaded*

EXAMPLE RUN

MEETING MR. JOHNSON

This run, like most runs, begins with a call from Ms. Myth, the team's fixer. "Looks like you guys just made the big leagues," she says. "A Mr. Johnson—Mr. Satou, actually—from one of the AAA megacorps has a job for you." Myth has set up a meeting for the team with Satou tomorrow night at the Big Rhino, a Downtown Seattle landmark known for its genuine ork cuisine. "And behave yourselves, all right? There are plenty of cops downtown, and if you do anything stupid, it's my rep on the line," she reminds everyone.

When the team arrives, they see that "Mr. Satou" is the textbook image of a middle-aged Japanese megacorp executive. Satou invites them to sit and order drinks. Once everyone's refreshments arrive, he explains the job. Ares Macrotechnology is at the top of the arms business—and their competitors would love to change that. Satou has discovered that Ares is storing data from on-hold research projects in Seattle. He wants the runners to steal the data from one of those projects, currently stored on a nested host at Ares Plaza in Everett. He offers them 10,000¥, with half up front, as is customary in the shadows.

Emu's worked solo jobs in the past, before she found her regular team in Seattle, and even done some of her own negotiations. Although Yu's a far better negotiator than she is, Emu studies Satou as he describes the job, looking for signs of dishonesty out of habit. The Renraku Johnson is cool as a cucumber, though—which means that he's either on the level, or he's good at covering his lies. Just another sign the team's reached the big leagues.

PLANNING AND LEGWORK

The planning and legwork phases of a run are where Contacts and Knowledge skills are most likely to be useful, either because a character's experience is relevant to the run, or because sometimes a contact can do or obtain things the team needs.

After some debate, the team decides that the best way to pull paydata from the nested server will be to disguise Yu as an Ares Matrix technician. When he reaches the server room inside the Ares facility, he plugs his commlink directly into the server so Zipfile doesn't have to hack through seven proxies to get the paydata. Emu is in the car with Zipfile, ready to pick Yu up after the run, while Frostburn and Rude hang out on the roof of the building across the alley. If something goes wrong and Yu needs to make a quick escape, Rude shoots a window out on that side of the building, and Frostburn uses her Levitate spell to float Yu to safety.

At the end of the meeting, each team member has a legwork task to complete. Emu's job is to scout the area around the building where the run will take place, with special attention to entry and exit routes in case things go bad. After all, getting caught by Knight Errant because she took a wrong turn would just be embarrassing.

Rather than drive all the way up to Everett herself and risk having her car IDed before the run, Emu decides to work from home. She gets her Optic-X2 recon drone in the air, ordering it to fly to the Ares facility—but not too close, because she doesn't want the drone to get shot down when it gets into the corporate airspace around the building. The drone's autopilot is designed for that kind of thing, so Emu lets it do its work while she studies its camera feeds and plans her route to and from the facility. When she's confident she'll be able to find her way out of trouble, Emu tells the drone to return home with enough time to duck out to Stuffer Shack before this week's episode of *Battlerun*.

Riggers don't usually have much to do during a meet, but since Emu's done a little negotiating of her own, she tells the gamemaster she's going to watch Satou for any signs of dishonesty. The gamemaster asks Emu to roll a Judge Intentions test using her Willpower + Intuition. Emu has Willpower 4 and Intuition 6, so she rolls the dice and comes up with 3, 3, 3, 3, 4, 6, 3, 6, 5, 2: three hits. The gamemaster tells Emu that she doesn't see anything that would make her think Satou isn't telling the team the whole truth.

Emu tells the gamemaster she's launching her Optic-X2 recon drone and ordering it to fly toward the Ares facility, while trying to avoid detection. She doesn't have to roll to do that, although if she were in combat, giving instructions to a drone or drones would require a Command Drone Action (a Minor Action).

Since the drone is on autopilot, the gamemaster has Emu roll the drone's Stealth Autosoft Rating + its Pilot Rating, instead of using Emu's own stats—which makes Emu glad she spent all that nuyen on the Rating 6 version of that autosoft for the Optic-X2. With the drone's Pilot Rating of 4, Emu rolls ten dice, and gets 2, 6, 5, 6, 6, 5, 3, 2, 4, 3: five hits! Normally that would become the threshold for anyone to spot the Optic-X2 with a Perception + Intuition test, but that model of drone gets a bonus +1 to the Perception threshold, making it six. With a potential spotter needing seven or more hits to see the Optic-X2 in the air, Emu's confident that nobody will stumble across it by accident, or even on purpose.

With the drone taken care of for the moment, the gamemaster asks Emu to roll Outdoors + Intuition (used for navigation) to use the Optic-X2's camera feed to plan her route. Emu has Outdoors 3 and Intuition 6, and her roll comes up 5, 5, 6, 4, 3, 2, 2, 2, 3: three hits. That's good enough for the gamemaster to say that if Emu has to make a quick getaway, her preparation will give her a free point of Edge to use on that roll.

DOING THE JOB

The legwork is done, and the team's as prepared as they're going to get. It's now time for some shadowrunning. Emu picks Zipfile up at her apartment and then makes a quick detour to Grounds for Appeal for a soykaf and a cheesymite scroll before they set off for the target location. She's already re-launched the Optic-X2 and told it to loiter quietly over the Ares building to act as overwatch for the rest of the team while she finds a place to park—or rather, hide—where she'll be out of sight of building security but close enough to swoop in and grab Yu if something goes wrong enough that Frostburn can't levitate him away. With the Commodore safely hidden, she plugs the cable from her vehicle control rig into the rigger interface but doesn't activate it yet; it's hard to drink soykaf when you're jumped into a vehicle.

Emu listens in on the team's comms as the run progresses. When she hears Zipfile curse about setting off an alarm—through the Matrix, even though the dwarf is sitting in the Commodore's passenger seat—Emu figures trouble is coming and activates her control rig to link the vehicle directly to her nervous system, the same way a decker pipes the Matrix into their brain via a cyberdeck. The sensations of her body are replaced by the sensations of the vehicle: her legs become wheels, her body the chassis, her eyes and ears the car's sensors. She's still linked into the team's comms network, though, and when Frostburn confirms that she, Rude, and Yu are away safely, Emu pulls the Commodore out of its hiding spot and sets off for the team's pre-arranged meeting place, careful to dodge any attention from the now-buzzing Ares facility.

With the team already having stirred up the hornet's nest, though, even Emu's considerable skill isn't enough to keep them out of trouble. By the time the Commodore reaches the outskirts of Everett, the rigger hears sirens coming down I-5 behind her—and a moment later, she sees a Knight Errant patrol car bearing down on her. Emu doesn't want to give the cops the chance to pull her over, so she takes the next off-ramp into Seattle's industrial district in an attempt to shake her pursuit.

To Emu's chagrin, the police car follows her into the industrial area—but the rigger isn't out of tricks yet. Her headware rig gives her finer control over the Commodore than the average cop is likely to have over their milspec Dodge Charger, and Emu uses that responsiveness to weave down the dark, narrow alley between buildings. The KE patrol car does its best to follow, but the sport sedan is just a little too quick on its tires when Emu can control it with her mind. The police cruiser disappears from the Commodore's sensors, and Emu pulls a hard turn into a nearby building's open loading bay and between a pair of semi-trailers. A few moments later, Emu hears the KE cruiser roar past. She waits an extra minute or two to give the police car time to drive away, then eases the Commodore back out of the loading bay and heads for the open road.

As before, Emu's Optic-X2 is on autopilot, so Emu rolls the drone's Stealth autosoft + its Pilot Rating. Once again, she comes up with five hits for a Perception threshold of six. It's almost like the drone was designed to be stealthy!

Sneaking around would normally be done with a Stealth + Agility roll, but since Emu's behind the wheel of a vehicle, she'll use Piloting + Reaction instead. Emu has Piloting 6 with a specialization in Ground Vehicles, Reaction 4, and a reflex recorder that gives her a +1 to her Piloting Skill, for a total of thirteen dice, which she rolls to get 1, 3, 3, 2, 6, 4, 2, 1, 4, 3, 1, 3, 6: two hits. Emu decides to spend three of her five points of Edge to buy another hit, for a total of three. She saves the rest of her Edge for later, hoping she won't need it.

Since Emu's now trying to leave out of sight instead of hiding in one place, the gamemaster asks her to make another Piloting + Reaction roll in place of Stealth + Agility. Since Emu's jumped in via her control rig, she substitutes Intuition for Reaction, giving her an extra two dice. The control rig itself grants two more dice for a total dice pool of seventeen. Emu rolls it, and comes up with 1, 2, 1, 1, 5, 4, 1, 5, 3, 1, 1, 3, 1, 2, 1, 3, 1: a measly two hits, and worse, a glitch! The gamemaster tells Emu that she can use the extra Edge from her route planning on this roll, and Emu uses the three Edge she has to re-roll three of the 1s, which come up 2, 5, and 3. That gives her an extra hit, for a total of three, and cancels out the glitch. It's still not a great roll for the number of dice she has, but it's the best she can manage under the circumstances.

After the team's left Everett, the gamemaster asks Emu to make a Perception + Intuition Test. Emu rolls 2, 6, 5, 4, 1, 2, 6, 2, 5: four hits, so she finds out that she can hear sirens through the Commodore's sensors—and that they're closing fast. Emu decides to look for the best place nearby to try to lose her tail, and the gamemaster asks her for an Outdoors + Intuition roll, paired with her Seattle Metroplex Geography Knowledge Skill. Emu only gets one hit on that roll, but it's enough for the gamemaster to tell her that there's an industrial area nearby.

Emu knows she can't really outrun the cops for long—and especially not their radios—so she tells the gamemaster she's going to try to break the police car's line of sight long enough for her to hide. The gamemaster asks her how fast she's driving (150 meters per Combat Turn), then says to make an opposed Piloting + Intuition Test against the police car, with all the various bonuses. This includes a –5 Speed Interval penalty to her dice pool, since the Commodore's Speed Interval is 25 meters/turn, which means she's five intervals above the first.

Wishing she'd kept some Edge, Emu rolls 11 dice for Piloting, getting 3, 1, 6, 5, 3, 1, 4, 2, 4, 6, 5: 4 hits. Much to Emu's relief, the gamemaster says that the KE cruiser falls behind, and asks Emu to make another Piloting roll to hide her vehicle, with a decreased penalty of –3 because the maneuver slowed her significantly. Emu gets another four hits on that roll and vanishes from the police car's sight.

EXAMPLE RUN

GETTING PAID

It's finally time for the team to turn their stolen pay-data into a payday. Yu calls the commcode Mr. Satou gave him and arranges a meeting. Even though the job is done, the team's a little tense as they roll up to the meet site; Johnsons have been known to double-cross runners they hire, killing them instead of paying them. The meeting goes off without a hitch, though, and the crew walks away with fatter cred-sticks—and the promise of more work from Mr. Satou in the future.

Cautious players might want to make Perception + Intuition rolls to spot any potential ambushes by a double-crossing Mr. Johnson, but unless one side betrays the other, there's really no need for it—the team's just there to collect their nuyen!

EMU'S GAME PLAY TABLES

EMU ACTIONS / TRAITS / DICE POOLS (P. 5)

Perception: Perception + Intuition (Base Dice Pool: 8)

ACTION	SKILL & LINKED ATTRIBUTE ROLLED	BASIC DICE POOL
Flying Drone Operation (Jumped In)	Piloting + Intuition	13
Ground Vehicle Operation (Manual)	Piloting + Reaction	13
Ground Vehicle Operation (Jumped In)	Piloting + Intuition	13
Vehicle Gunnery (Jumped In)	Engineering + Logic	12

EMU QUALITIES TABLE

QUALITY	NOTES
Addiction	Character cannot earn or spend Edge in any form while suffering withdrawal and takes a –2 dice pool penalty to all tests, increasing by 1 per addiction period passed. (Level 1: 1 week)
Gearhead	Character may spend Edge on Repair tests for any vehicle and may spend Edge during downtime to make Extended Repair tests.
Juryrigger	When performing a Juryrigging test, character gains a bonus point of Edge that must be used on that test, or it is lost.
In Debt	Exchanging Karma for cash at character creation grants 5,000¥ per Karma instead of the normal 2,000¥, and puts the character into 5,000¥ of debt with the listed creditor. The character must then pay 200¥ per point of this Quality in interest per month (which isn't applied to the amount they borrowed) or be hunted by their creditor.
SINner	Lifestyle costs increase by 10 percent due to paying taxes to the SIN's issuer. Opponents gain a point of Edge when using the Trace Icon Action against this character.

EMU AUGMENTATIONS TABLE

AUGMENTATION	NOTES
Flare Compensation	Character gains bonus Edge in glare environment if their opponent doesn't possess a similar enhancement.
Image Link	Character may view digital information from within their PAN through their cybereyes.
Low-Light Vision	Character can see clearly in any light level besides total darkness.
Reflex Recorder	Grants a +1 dice pool bonus to a single skill.
Smartlink	Allows character to gain a bonus from smartgun systems.
Thermographic Vision	Character can see the heat of objects in total darkness, allowing them to operate better than those without vision enhancements.
Vehicle Control Rig (Rating 2)	Grants a dice pool bonus equal to its rating and a bonus point of Edge on all vehicle skill tests.